



FIG. 1

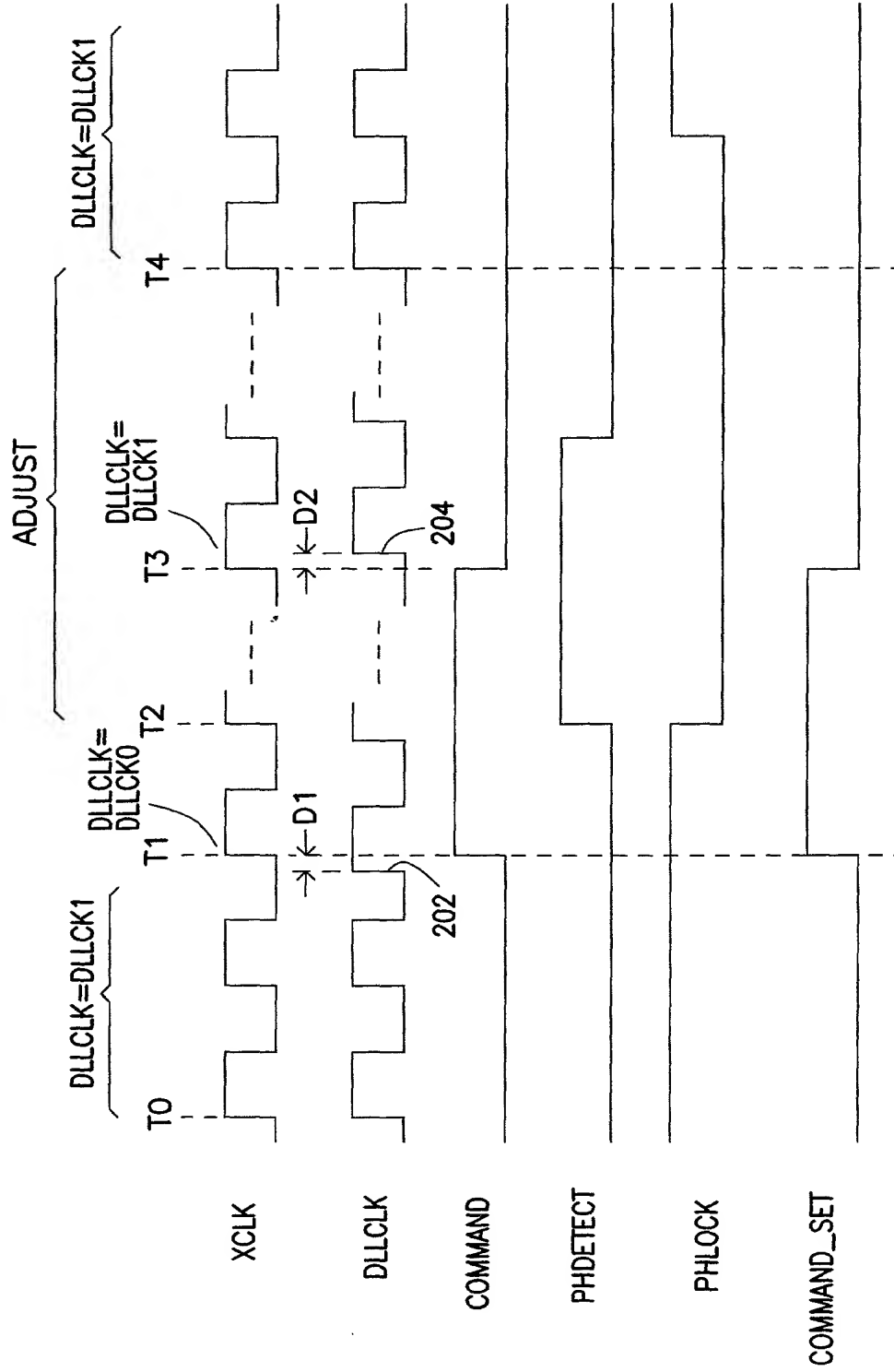


FIG. 2

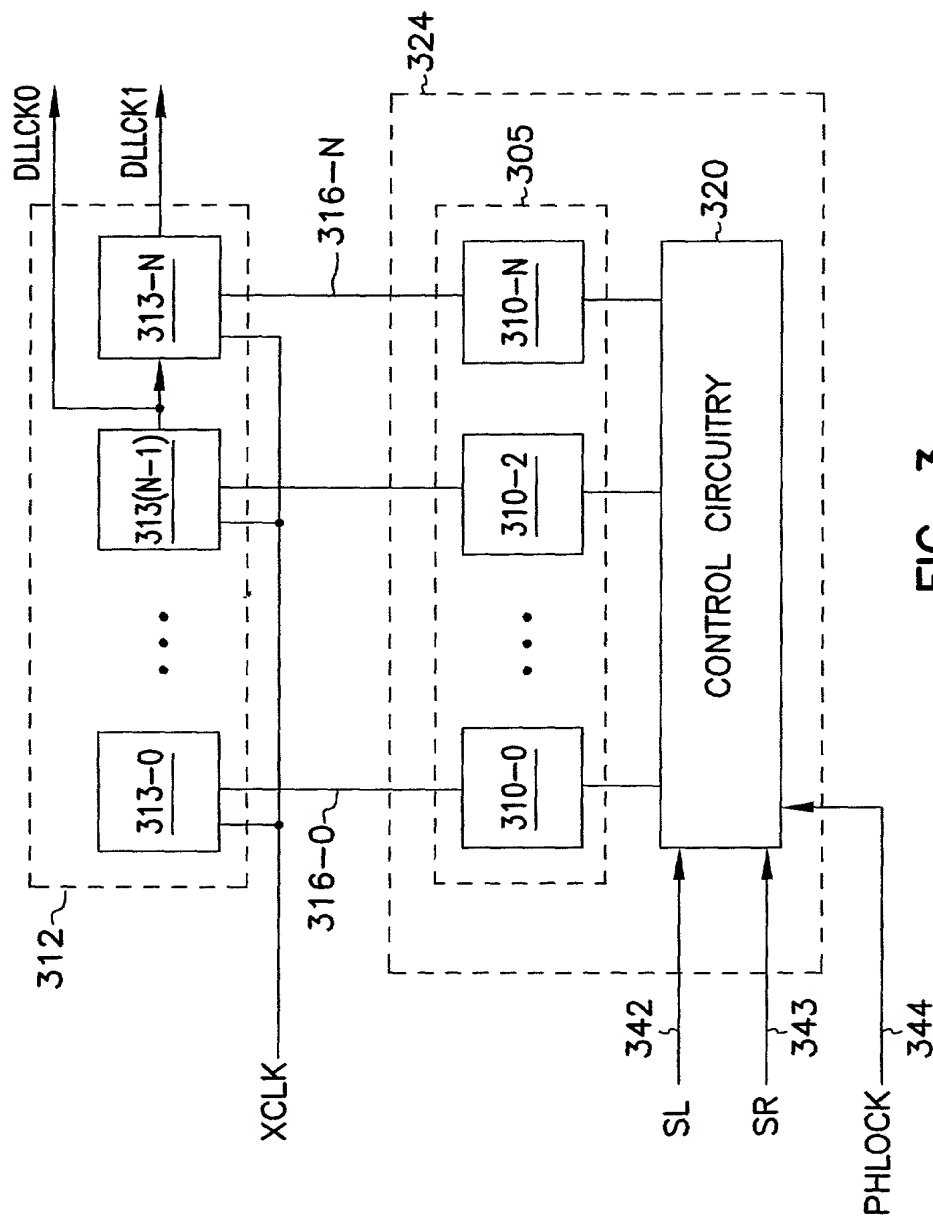


FIG. 3

FIG. 4A

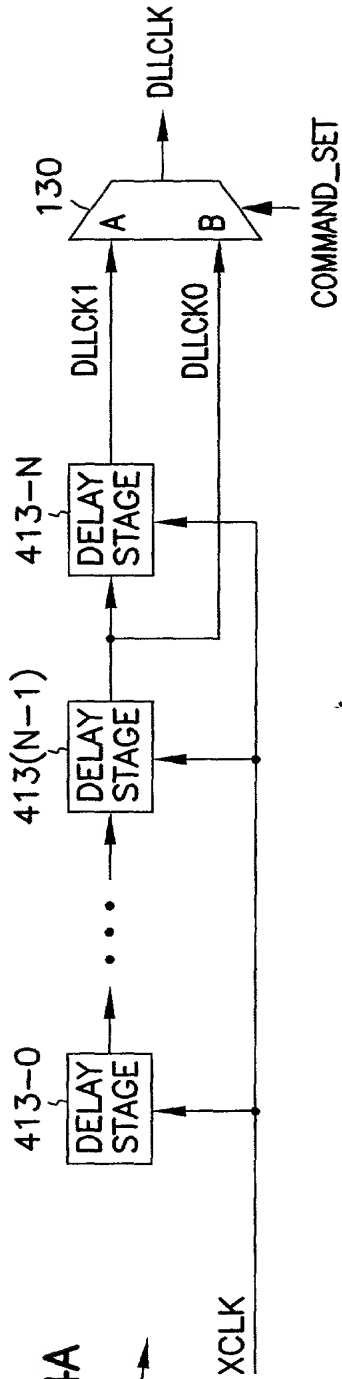


FIG. 4B

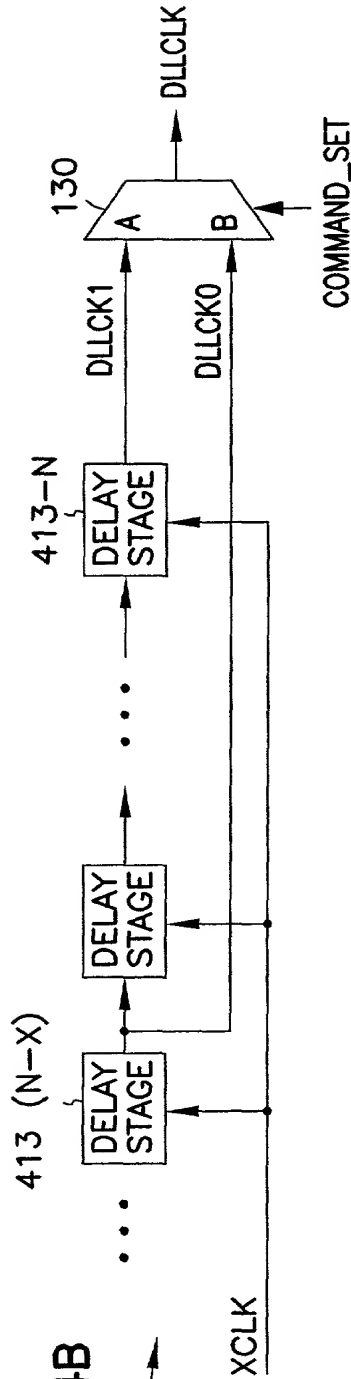
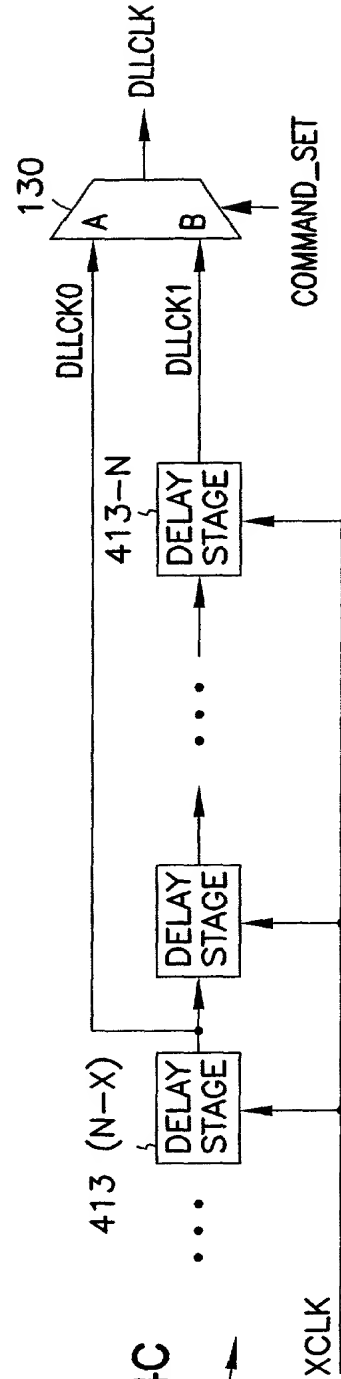


FIG. 4C



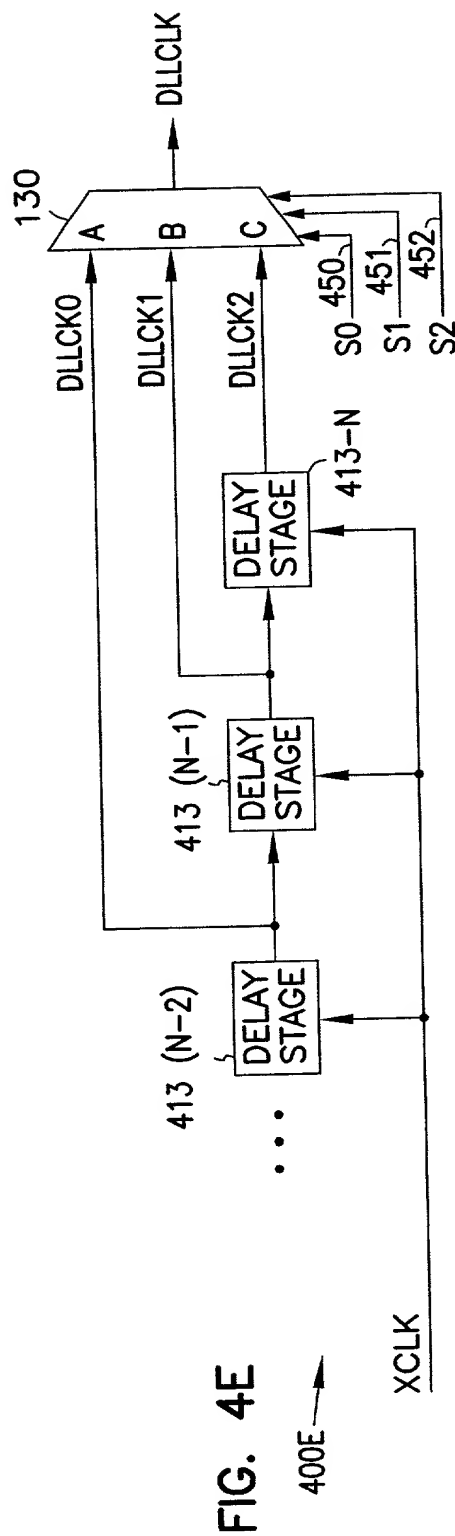
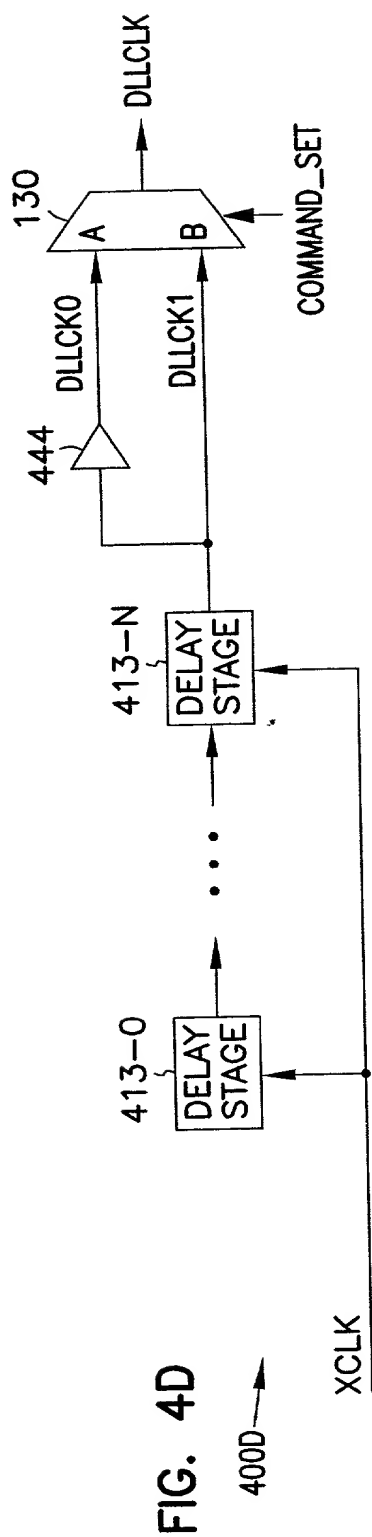


Figure 1 consists of 12 sub-diagrams labeled (a) through (l), arranged vertically. Each diagram shows a different stage in the construction of a 3D model of a human head and neck. (a) shows a basic wireframe of the head and neck. (b) through (d) show the addition of facial features like eyes, nose, and mouth. (e) through (g) show the addition of hair and skin texture. (h) through (j) show the addition of clothing and accessories. (k) and (l) show the final, fully rendered 3D model of a human head and neck.



FIG. 5

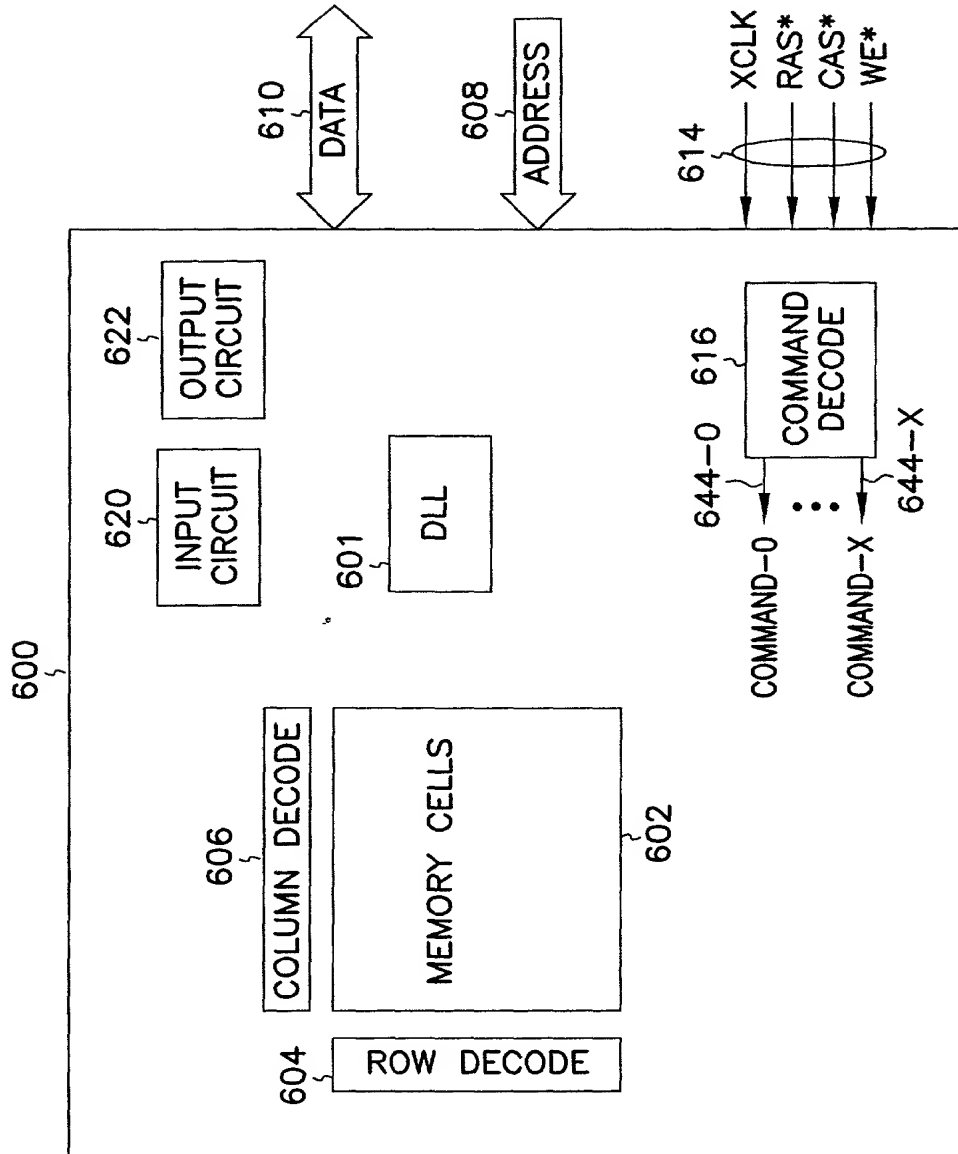
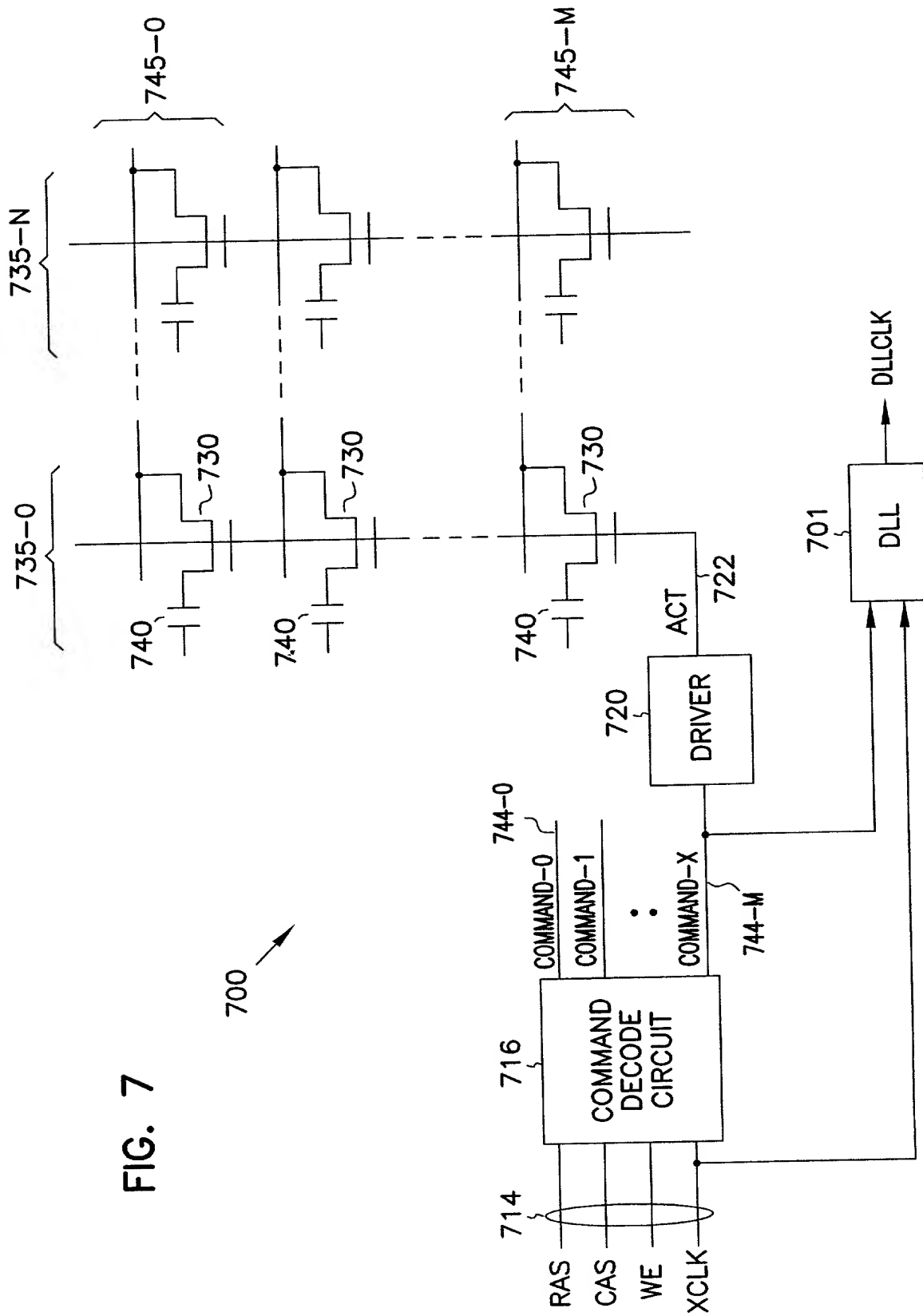


FIG. 6

FIG. 7





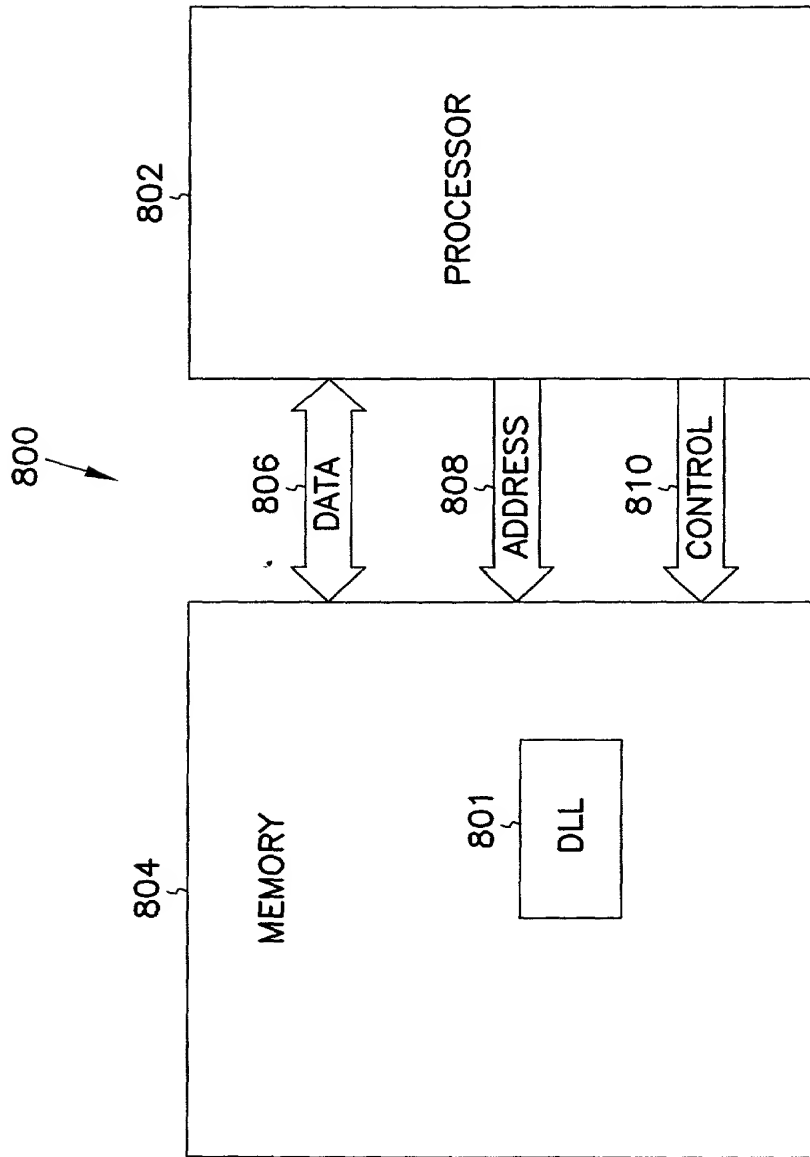


FIG. 8